What is claimed is:

1. A method comprising:

causing data of a first type to be stored in a first level of a unified memory device and data of a second type to be stored in a second level of the unified memory device.

2. A method as defined in Claim 1, wherein the data of a first type is persistent data and the data of a second type is dynamic data.

3. A method as defined in Claim 1, further comprising:

causing a logical memory management boundary to be disposed between the first level and the second level.

4. A method as defined in Claim 3, further comprising:

causing data fragments to be stored in segments of the first level by application of a fragmented store algorithm.

5. A method as defined in Claim 4, wherein the data fragments are stored in respectively ascending segments of the first level.

6. A method as defined in Claim 5, wherein data units are stored in segments respectively ascending from the memory management boundary.

7. A method as defined in Claim 2, further comprising:

causing data fragments to be stored in respectively ascending segments of the first level by application of a fragmented store algorithm.

8. A method as defined in Claim 7, wherein data units are stored in respectively descending segments of the second memory level.

9. An apparatus comprising:

a first level to store persistent data;

a second level to store dynamic data; and

a memory management boundary disposed between the first level and the second level.

10. An apparatus as defined in Claim 9, wherein:

the first level comprises a plurality of data fragments and a plurality of unit headers, each of the unit headers associated with a respective one of the plurality of data fragments; and

the second level comprises a plurality of object pointers and a plurality of data units, each of the object pointers associated with a respective one of the plurality of data units.

11. An apparatus as defined in Claim 10, wherein the first level comprises, in respectively ascending order:

a first unit header;

a first data fragment; and

a sequence table.

12. An apparatus as defined in Claim 11, wherein the memory management boundary is logically fixed.

13. An apparatus as defined in Claim 12, wherein the first level comprises an unused area between a data fragment segment and a sequence table and the second level comprises an unused area between an object pointer and a data unit segment.

14. An apparatus as defined in Claim 11, wherein the memory management boundary is logically configurable.

15. An apparatus as defined in Claim 14, further comprising an unused area between a sequence table in the first level and a data unit in the second level.

16. An apparatus as defined in Claim 15, wherein object pointers and respective associated data units occupy alternatively descending positions in the second level.

17. A machine-readable storage article comprising instructions that, if executed, enable a system to:

store persistent data in a first memory level of a unified memory device; and

store dynamic data in a second memory level of the unified memory device.

18. A machine readable storage article as defined in Claim 17 further comprising instructions that, if executed, enable the system to:

store a plurality of persistent data fragments in the first memory level;

store a plurality of unit headers in the first memory level, each of the unit headers being associated with a respective one of the plurality of persistent data fragments;

store a plurality of dynamic data units in the second memory level; and

store a plurality of object pointers in the second memory level, each of the object pointers associated with a respective one of the dynamic data units.

19. A machine readable storage article as defined in Claim 18 further comprising instructions that, if executed, enable the system to:

store a plurality of sequence tables in the first memory level.

20. A machine readable storage article as defined in Claim 19 further comprising instructions that, if executed, enable the system to:

cause data fragments to occupy ascending segments in the first memory level;

cause sequence tables to occupy descending segments in the first memory level;

cause object pointers to occupy descending segments in the second memory level; and

cause data units to occupy ascending segments in the second memory level.

21. A machine readable storage article as defined in Claim 20 further comprising instructions that, if executed, enable the system to:

cause data fragments and unit headers to occupy respectively alternating positions in the first memory level;

cause cause sequence tables to occupy contiguous positions in the first memory level;

cause object pointers to occupy contiguous positions in the second memory level; and

cause data units to occupy contiguous positions in the second memory level.

22. A machine readable storage article as defined in Claim 18 further comprising instructions that, if executed, enable the system to:

cause data fragments to occupy ascending positions in the first memory level;

cause sequence tables to occupy descending positions in the first memory level;

cause object pointers to occupy descending positions in the second memory level; and

cause data units to occupy ascending positions in the second memory level.

23. A machine readable storage article as defined in Claim 22 further comprising instructions that, if executed, enable the system to:

cause data fragments and unit headers to occupy respectively alternating positions in the first memory level;

cause cause sequence tables to occupy contiguous positions in the first memory level; and

cause object pointers and data units to occupy respectively alternating positions in the second memory level.

24. A system comprising:

a storage device to store instructions that, if executed, are effective to:

store persistent data in a first level of a unified memory device;

store dynamic data in a second level of the unified memory device; and

an antenna coupled to the storage device.

25. A system as defined in Claim 24, wherein the persistent data comprises a plurality of data fragments and the dynamic data comprises a plurality of data units.

26. A system as defined in Claim 25, further comprising instructions that, if executed, are effective to:

store a plurality of unit headers in the first level, wherein each unit header is associated with a data fragment and a data unit.

27. A system as defined in Claim 26, further comprising instructions that, if executed, are effective to:

store at least one sequence table in the first level, the sequence table to link data fragments.

28. A system as defined in Claim 27, further comprising instructions that, if executed, are effective to:

store a plurality of object pointers in the second level, each object pointer being associated with a respective one of the data units.

29. A system as defined in Claim 28, further comprising instructions that, if executed, are effective to store data units in the second memory level in contiguous memory segments that ascend from a logically fixed memory management boundary.

30. A system as defined in Claim 28, further comprising instructions that, if executed, are effective to establish a configurable memory management boundary between the first level and the second level.